

TOP 20

The Computer + Video Games/ Euromax Top 20

1	(1)	Wonder Boy	(CAPCOM)
2	(2)	Double Dragon	(TAITO)
3	(3)	Battle Bunnies	(TAITO)
4	(4)	Tiger Heat	(TAITO)
5	(5)	Arkangel	(TAITO)
6	(6)	1942	(CAPCOM)
7	(7)	Ghost & Goblins	(CAPCOM)
8	(8)	Choplifter	(TAITO)
9	(9)	Sky Kid	(TAITO)
10	(10)	Rastan Saga	(TAITO)
11	(11)	Gyrfal	(KONAMI)
12	(12)	Legendary Wings	(CAPCOM)
13	(13)	Arrian Mission	(SNK)
14	(14)	Gun Smoke	(CAPCOM)
15	(15)	XX Mission	(TAITO)
16	(16)	Section Z	(CAPCOM)
17	(17)	Knight	(TAITO)
18	(18)	Jackal	(KONAMI)
19	(19)	Exerider	(TAITO)
20	(20)	Exciting Baseball	(TAITO)



• Wonder Boy — number one



• Double Dragon — challenger

This special C+VG Top 20 arcade games was compiled by Euromax using a nationwide survey.

These games are the current rave on the arcade scene. But what about all the coin-op sensation? We like to know. Why not write and tell us?

Send your nomination to Arcade Action, Computer + Video Games/Petry Court, 38-324 Arundel Lane, London EC1R 3AL. And in no more than 25 words, tell us why.



C+VG ALL TIME COIN-OP GREAT

My nomination is _____

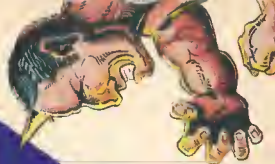
Name _____

Address _____

TAITO ACTION

EXTRA

WIN: AARACH! COIN-OP



CONTENTS

Stand by for action — Arcade Action that is, Welcome to the second Computer + Video Games Arcade Action Special, 24 pages packed with seriously essential coin-op information to help you become not only the hottest player but also the best informed.

Not only that How do you fancy getting your hands on the monster mash coin-op machine Aaargh! from Arcadia? Thought you would? Well one of these machines is the top prize in our competition. You'll go Aaargh! if you miss out.

This time we have also concentrated on hints and tips compiled by C+VG's Arcade Champion Martin Deems and friends. So get smart and play with Mart.

We also go in for the first time C+VG's International Hall of Fame. See how you measure up with the top coin-op players. Perhaps your name is already included.

And we also take a look into the future of coin-ops and at to its history.

All this for free. Amazing but true



● Martin Deems

● Aaargh! competition

The Hints and Tips start here
After Burner, Alien Syndrome, Super Mario Brothers, Buggy Boys and lots more

**Enter our fabulous C+VG/
Arcadia Aaargh! Competition**
and try win the coin-op machine. There are lots of runners-up prizes

Thanks for the Memories
Tony Takoushi remembers the coin-ops we have loved

Future Shock
— the shape of coin-ops to come

Hall of Fame
The top coin-op scores from around the world.

Top 20 Coin-ops
What are the current fave raves in the arcades

HINTS AND TIPS

AFTER BURNER

Go for the burn with the roughest, toughest, ride in town. *Sega's After Burner* could be the toughest ever coin-op to convert to the home computer. So you could be playing this masterpiece of sound and vision in the arcades for sometime to come.

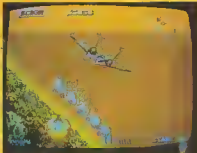
In case you've missed it — where have you been? — here's what it's about. *After Burner* like *Space Harrier*, pulls into an action-packed hydraulic simulator which gives the feel what it is like to be the pilot of an immensely powerful jet. It's all pitch, yaw & roll Glorious.

The play of the game remains basically the same throughout the 23 stages. The enemy always fires at your present position. So if you keep moving around you shouldn't get killed. The trouble is that the enemy often fire a "pattern" of shots. Get caught by one of these and you're usually a goner. So watch out. When you come to the two mazes slow right down and blast at anything on the ground. You can usually end up with an extra million pounds for doing this.

● Ultimate simulator



● Ground Attack



● Air Attack

The Computer + Video Games Arcade Action Special, February 1988

EDITOR: Paul Boughan THANKS TO: Clare Edgeley, Martin Deems, Carl Jones TYPESETTING AND DESIGN: Graphic Impressions

HINTS AND TIPS

ALIEN SYNDROME

In *Alien Syndrome* you have to rescue all of your comrades and find the exit from the alien ship within a given time limit. Ultimately you must destroy the captain of the alien ship. There are six ships to clear plus the mother ship.

Here is a solution for the first three levels.

As soon as you appear on screen touch your crewmate and go out of the chamber. Go down and get the flamethrower then free your crewmates. On this level either get the firebombs or the laser as these are the most effective against the monster at the finish of the level.

As soon as the "Go to the exit" sign appears make your way to the top of the complex. The exit is always located there.

The second you appear you will see the monster or "bugger". Directly the creature's stomach opens start firing. Fire as many times as you possibly can. Dodge the creatures which fly from its stomach. When the creature starts to flash you have nearly triumphed. But stand clear as the creature will eventually explode. Avoid the green light which flies off the screen. Keep firing at the creature's head when it opens its mouth and jaw and teeth begin to grow. When they finally emerge, move to the bottom of the screen and continue firing until it explodes.

On the third level get the firebombs before rescuing the crewman. The fires from which the creatures emerge can be destroyed by cautious fire. Always check the side rooms. You'll find weapons and crewman to free.



When the exit sign again appears go to the weapons locker and get the flamethrower or rapid fire laser. Go to the exit and confront the monsters. Try and kill off as many of its parts as possible. If and when "spawns" are fired at you, spin in an arc while continuing firing and you'll destroy all that land around you. Keep doing this but also continue blasting the main monster. Eventually the spawns will be deleted and the monster will die.

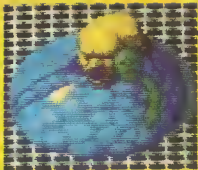
On level three keep to the edges and you'll find the crewmates before moving to the bridge.



When the time comes to move to the exit you will find a monster which looks like a huge eyeball. Shoot through the blue wall with firebombs or laser. But keep a safe distance to help avoid the creature it hurts at you. Keep firing and it will eventually explode.

Now for a tip if you are planning to play with a friend. Always wait until you have found a powerful weapon such as a firebomb because when your pal starts playing he will also have the weapon.

You should complete the ship and kill the alien captain in the fastest time you can. If you kill it before the timer gets down to 100 seconds then you will get 60,000 bonus points plus the points for rescuing your comrades. The next tip is harder because you have to kill the captain exactly when the timer gets to zero. If you do this you will get the 60,000 bonus points plus all the extra points you have collected while you were completing the round. But beware if you get the timing wrong with the countdown and it gets to zero then you will lose a life and have to do the round again.



HINTS AND TIPS

SUPER MARIO BROTHERS

Super Mario Brothers is packed with hidden screens and bonuses. Here are some of the main ones. Other can be discovered by standing on top of tubes and pulling the joystick down. This is a matter of trial and error.

Have you found the extra bonus man at the beginning of world 3-2. All you have to do is jump on the first turtle before it falls off the edge to stop it moving.

Push the shell to the right and follow it at full speed so it does



not leave the screen. This will, hopefully, knock all the other turtles out of its and your path. When the last turtle is "bumped off" you should get an extra man instead of extra points.

There are also beanstalks which you can climb to find a mass of coins in the sky. Try the beanstalks in worlds 2-1, 3-1, 5-2 and 6-2. After you reach these bonus levels you fall back to the main game only a little further into the game.

There are also warps to higher worlds. Try the tubes in worlds 1-2, and 4-2.

The game finishes when you rescue the princess from the castle in world 8-4.



BUGGY BOY

Get as many Time gates as possible. These will give you 500 points each when you finish a stage and an extra 2 seconds for the next stage.

Also go through the last five gates on a stage and the end 500 gate will turn into a Time gate. You should be able to 4 Time gates per stage, a total of 20 Time gates for the whole game.

The small flags collected in the same colour sequence as shown at the top of the screen gives a 1,000 point bonus.

As you know there are several footballs on the course in certain places but there are also two hidden footballs per stage.

The best way to find these is to use up a few goes bumping them down. They are disguised as rocks.

On all the courses except Off Road you get a bonus at the end of each game for finishing each stage. The total bonus is 25,000 points but for Off Road it's 20,000.

The South course gives the most points.



HINTS AND TIPS

ROLLING THUNDER

One of the really annoying things about playing *Rolling Thunder* is running out of bullets. But you can obtain more. Here's how:

First, go to the ammo doors as usual. Then come out again and scroll the door off the screen. Once the door has gone, the machine "forgets" it. You can now go back through the doorway and get more bullets. The only drawback is that it wastes a little time.

OUTRUN

Is this the fastest route to finish the course? Try it and see.

First you have to complete the compulsory stage which has gentle curves and just one chicanee. At the end of this turn to the right and into the devil's canyon which has three rock faces on either side. Then turn left into the snowy alps.

At the next choice of turn take the right route through to the wheat fields. The final turn you should take is right onto the autobahn where you should finish the game.

You will then see the beautiful blonde with the trophy. She will walk right past you and give it to your female companion.

NINJA KID II

There is a way to attain a huge number of points on *Ninja Kid II*. The secret is to kill each enemy as many times as possible. For example, once you've shot someone, he falls down and stays there until the corpse moves off the screen. You must fall with him and continue to blast him as many times as possible. Each time you hit him you will get an extra 1,000 points. My highest score first screen is 180,000 points. Can anyone beat that?

GAUNTLET & GAUNTLET II

Have you ever wondered why you sometimes get 8,000 points for killing Death with a potion? The reason lies in how many times you shoot him. Each hit for Death changes to score. This is the sequence it goes in — 1,000, 2,000, 4,000, 1,000, 6,000, 1,000, 8,000. So to get the top score of 8,000 you have to shoot Death eight times.

RETURN OF THE JEDI

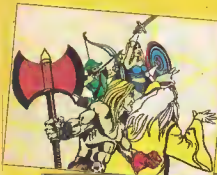
On the bike section stay on the middle course, avoiding the temptation to move sideways. You will not hit anything and find you will pass through the loop — and get 5,000 points each time.

It's also useful to bump the bikes into things rather than just blasting them. In this way you collect 1,000 points instead of just 500.

The next tip is for those who have reached the end of level eight. After you have destroyed the reactor you have to turn and get out of the Death Star. On the way out you must kill yourself. The machine will become "confused" as to where to start the game again. It will decide to put you back to the start of level eight. You can then complete the level again for more points. If you are really good you can repeat the process again and again until you have used up all your lives. When that happens you should finish the level and get 100,000 points for completing your Jedi Knight training.

MARBLE MADNESS

You can get an extra 25 seconds by playing doubles with a friend and winning each race. The first to finish will get an extra 25 seconds.



HINTS AND TIPS

APB

When you find the train get in front of it and let it push you across the screen. It will shove you through a lot of rubbish, after a while you get millions of points. It is a similar sort of bug which was on *Paper Boy*.

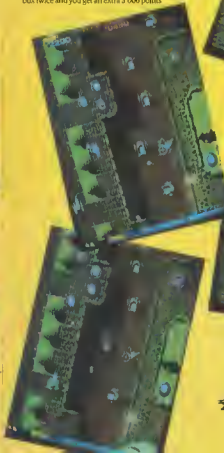


SLAPFIGHT

First. If at the beginning of the game you do not fire and let yourself be killed, you will find your second ship comes already equipped with all the wings and homing missiles. This is a useful way to start the game but it does cost a life. Is it worth it? You must decide.

Second. If you manage to get to the blue pond without firing you will receive a 150,000 bonus — plus your ship will be taken to a later stage in the game.

Third. During the game you are given the chance to pick up an extra man by shooting a hidden box, not only that. Hit the box twice and you get an extra 3,000 points.



HANG ON

This tip only applies if you are playing the machine with the sit-on motor cycle. You'll find taking corners a lot easier if you put your feet on the foot pegs. The reason is that there are pressure sensors there which when activated make sure you will get a better grip on the rear.

AAARGH!



Aaargh! Get ready to do the mighty monster mash and punch, smash, trample, crunch and crush your way through to get your hands on Arcadia's amazing AAARGH! coin-op.

Yes, that is the awesomely attractive prize up for grabs in this C+VG Arcade Action Special. In AAARGH!—soon to be knocking you for six on the home micro when Melbourne House releases the conversion—you control mighty monsters, one a horned god-like creature, the other like Godzilla, and bulldoze through 11 cities on a lost island on a quest to find the golden dragon's egg.



AAARGH!



You must take on natives, flying fiends and eventually reach the fiery volcano to get the egg.

The graphics are stunning. You'll love it.

And there's more. The five runners-up in the competition will get a copy of the computer game and the next 100 people an Arcadia Arcade poster pack containing posters—Aaargh!, Metropolis, Roadwars and Xenon.

This is what you have to do.

We want you to draw, crayon or paint a picture of the two monsters in AAARGH! in battle. The only limits to this creation will be your imagination. So let your mind's run riot.

Send your artwork, together with the printed coupon to
Aaargh! Competition,
Computer + Video Games,
Priory Court, 30-32
Farringdon Lane, London
EC1R 3AU. The closing date is
February 16th and the
editor's decision
is final.

AAARGH! COMPETITION

NAME _____

AGE _____

ADDRESS _____

COMPUTER OWNED _____

THANKS FOR THE MEMORIES

Earlier this year a unique collection of old arcade machines was sold off. Great games and great names going under the hammer. Tony Takoushi, C+VG's Hot Gossip and arcade addict, visited this palace of delights before it was lost forever. Here's his tear-stained report.

Earlier this year the biggest and longest established supplier of arcade machines was due to have a huge clearance sale of old arcade machines and oddments like boards, controllers and the like.

The company concerned is Ruffler and Deith, I know the company from my own dealings (remember my six arcade machines at home?) and I felt I had to see this piece of history before it disappeared forever.

I arranged to go up to their warehouse in Hatfield and get the atmosphere and look of the place in early May and before the sale.

• *Ruffler and Deith*



I feel greatly privileged to have seen all those machines and boards before they disappeared forever.

What you are about to read and see (my pictures is a place of history, every arcade game I could remember (and more) were there, assembled in one place for the very last time.

The four hour journey to Hatfield is long to say the least. Hatfield is a curious mixture of the old and the new with a swish shopping precinct flanked by buildings that would fit comfortably into a Charles Dickens novel.

The Warehouse is actually a three-storey granite building and is situated in complete sight of the canal.

My main haunt was the basement where the old arcade machines were buried after they died. Here many of them had been stripped to the bare frame and anything useful had been removed for stores. Others were lucky and they were simply laid to rest intact.

Most of the equipment was covered in dust, and a lot of it was not even playable. Still I delved through it eager to find the classics that had given so much joy in previous years. I was



• *Araden's Love*



• *Monopoly*

not to be disappointed!

Intruder, Pacman, Galaxian, Defender, Manic, Crystal Castles, March 3, I Robot the list goes on and — they were all there.

The boards were simply piled into boxes and many boxes were three or four feet in height. It was a strange feeling flitting out the boards covered in dust, and my hands were frozen. There were boxes full of ROM chips and processors just lying around. Just imagine the number of hours that had gone into designing and building those games.

Monitors from the machines had been neatly stacked in a corner of the basement, again they were covered in dust peppered with bits of boards and controllers.

The basement was, strangely, arranged with little alcoves (I guess afraid out of reach of the two main lights. I tried to look in them but it proved too dark (and quiet) to see what secrets they held.

I also found a pile of stickers and label boards (around three feet high) which I hunted through to find some real gems. There were panels from games like Frogger, Arkanoid, Galaga, Skangate, Donkey Kong, Centipede, Pengo and Zaxxon. I bought many of these back with me to be framed and put up on my wall at home — this is history.

There were also boards from pinball machines lying around and many glass covered art logs from the machines. Some of these were stunning, they must have taken many, many hours

to create the originals.

I went upstairs to investigate the other floors. It was 'n Aladdin's Cave! Everywhere I looked there were banks, some 12 deep of arcade machines lined up.

Some very old, some very new. 12 Kojima WEC Le Mans had a novel that day and were waiting for shipment out, other machines were simply waiting for repair.

The very top floor was dedicated wholly to faulty machines. It was a sight right all these machines in lines thirty deep, covered in dust and strapped together.

Despite my wandering on the upper floors I ended up back in the basement. I had found new entrance to it and also found a new corner to investigate. There were half a dozen cabinets bunched together and many of the drawers were bulging with papers just begging to be examined.

WOW! Here were ALL the technical manuals for the machines, EVERYTHING, manuals, memos from the manufacturers, advertisements, the works!

They were all referenced by manufacturers and then by game title in alphabetical sequence. There were even confidential memos from the manufacturers as to the potential faults in the machines.

I have to say thanks to all the staff at Ruffler and Deith who were a tremendous help to me that day.

I hope you have enjoyed sharing this little bit of history with me.



• The future
7000



• Working
with history



• Bonds of
"Delight"

• Gone but
not forgotten



• new drinks



• Old games

FUTURE SHOCK

Generally speaking, the quality of arcade games is exceptionally high. The graphics, sound and game play are continually improving. But what about the future. What innovations can we expect to see within the next five years? C+VG's Deputy Editor Paul Boughton asked Capcom USA president Yoshihito, "George" Nakayama what the future holds.

★ Have you checked out Capcom's *Street Fighter*? That's the one with the punch pads which you wallop to get some screen action. It's the best idea.

And what about *After Burner* from Sega complete with a moving sit-in cockpit and great sound?

All these games are very impressive today. But what about in five years time? What does game play can we expect to see?

Yoshihito Nakayama — known as George — is president of Capcom USA and is in the right position to know what might come to pass.

Capcom's *Street Fighter* is doing really well between 15 and 20 people working on new games, he says. "Each game takes between six months and a year to finish. After that they move onto another project."

So you can see the game designers are working way in advance. Mr. Nakayama won't give away precise details, of

● Street Fighter



● Yoshihito Nakayama

course "because of the intense competition among coin-op makers, but he did come up with these possible refinements for the machines of the future

● with punch pads



● After Burner — lose your senses

3-D. The technology to produce 3D games already exists but the problem is the glasses but this could be overcome with a special screen in front of the monitor. Meanwhile, Capcom is already at work on 3D games for the Nintendo games console.

● Smell. Imagine a machine giving off a pong as the action heats up. We already have scratch and sniff cards so why not bri, sniff and what games?

● Voice control. This would be where you shout or say something and the machine will respond. This facility is already being developed for the home micro where your voice will control the action. There is something being developed called the Lipstick. This would plug in to the system port and pick up vocal commands. Nice idea eh?

● Machine violence. This would be where the arcade machine dishes out a beating to the player. For instance if you make a mistake you could get a mild electric shock. This facility could get a lot of opposition. Imagine if something went wrong and a mega amount of volts were zapped through your body.

● Brain sensors. This would be where you control the game with commands picked up from your brain. "The technology is created," says Mr. Nakayama, "but I don't know whether we can use it for entertainment."

● Touch monitors. This would be where you touch the screen to move objects and carry out commands.

All good stuff. Just imagine the arcades of the future! Everybody yelling at their machines, punching the screens, the floor littered with corpses zapped when their brain sensors overloaded, and the air filled with the scent of sweat, blood, cordite and burning rubber.



● Street Fighter — the machine with punch

[illegible]

VIDEO GAMES
TRUCK & TRIP

[illegible]